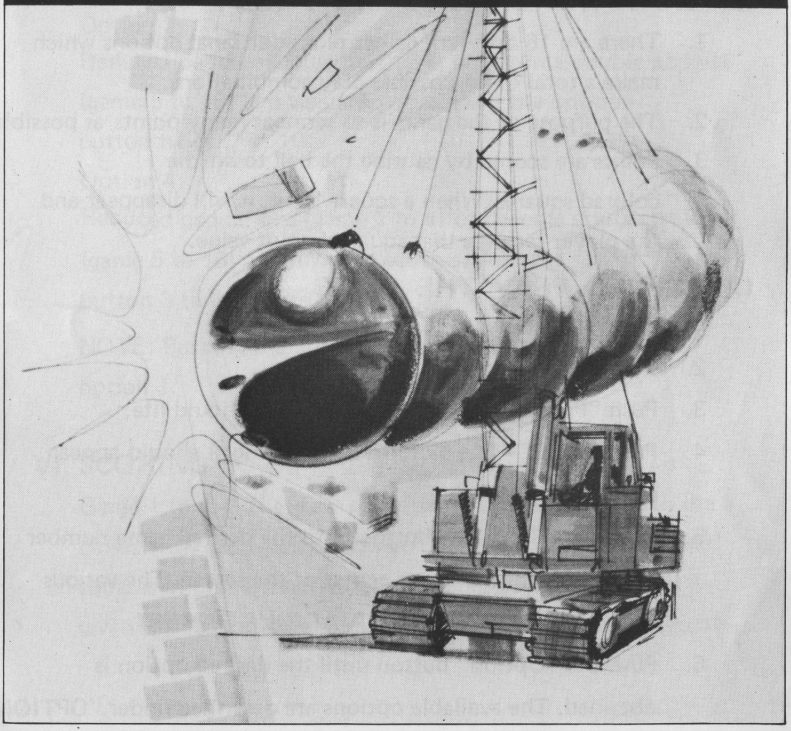
ARCADIA-2001™

BY Emerson

VIDEO GAME INSTRUCTIONS

BREAKAWAY™



CART NO. 17

PART NO. 1018

I. GENERAL

1. Always push the power switch to off (RED POWER LITE OFF) when inserting or removing a game cartridge. This will prevent damage to your cartridge and console.
2. Insert cartridge into console (Game name should face you).
3. Read your "OWNERS MANUAL" before playing game.
4. Refer to it for all necessary adjustments for best results.

II. WHAT THE GAME IS ALL ABOUT

1. There are 16 different games plus additional options which make a total of 64 possible play combinations.
2. The purpose of the game is to score as many points as possible.
3. Points are scored by causing the ball to hit the colored squares. When a square is hit, it will disappear and the player receives that squares' point value.

III. HOW TO PLAY THE GAME

1. This is a 1 player or 2 players game.
2. Insert cartridges.
3. Push "POWER ON" switch. Red lamp should lite.
4. Push RESET - The picture shown in Fig. 1 should appear on the screen.
5. Push the "SELECT" button until the desired game number is displayed in the upper center of the screen. The various games are described under "VARIOUS GAMES".
6. Push the "Option" button until the desired option is obtained. The available options are described under "OPTIONS".

7. Push "START".
8. For 1 player games use the left controller disc to move the paddle as required to block the bouncing ball.
9. The game is played according to the game selected (IV) and option selected (V).
10. There are two paddle speeds. The slow speed is the normal. For the faster paddle speed, press any button on the lower 3 horizontal columns of buttons on the controller. Release the button to return to slow paddle speed.
11. When the game is over a new game of the same type will begin by pressing start.

IV. THE VARIOUS GAMES:

1. 1 player – Player tries to block the ball so that the ball will hit the squares. If the player does not block the ball it will go past his paddle. The games stops and a new ball is put in play.
2. 1 player – After hiting the ball the player can "aim the Ball" (change its direction) by using the joystick. In this game you can "direct" the ball between the blocks to destroy the square from the "inside".
3. 1 player – Player can "catch" the ball by pushing the button on the side of the controller or press button # 2 as the ball touches the paddle. Using the disc, player can

move the ball to the desired release point. To release ball, just release the button.

4. 1 player – After hitting a square the ball does not bounce back as in games 1-3. It continues on, scoring additional points until it hits a wall and returns toward the player.
5. 2 player – Played as in game 1.
6. 2 player – Played as in game 2.
7. 2 player – Played as in game 3.
8. 2 player – Played as in game 4.
9. 1 player – Played as in game 5 except the right side is played by the computer.
10. 1 player – Played as in game 6 except the right side is played by the computer.
11. 1 player – Played as in game 7 except the right side is played by the computer.
12. 1 player – Played as in game 8 except the right side is played by the computer.
13. 2 player – Played as in game 5 except the paddle is chipped away (up to 5 pcs.) when hit.
14. 2 player – Played as in game 6 except the paddle is chipped away (up to 5 pcs.) when hit.
15. 2 player – Played as in game 7 except the paddle is chipped away (up to 5 pcs.) when hit.
16. 2 player – Played as in game 8 except the paddle is chipped away (up to 5 pcs.) when hit.

V. THE OPTIONS

On each of the 16 games you have 4 options.

Option 1:

Standard paddle size and visible squares. For this option do not push the option button.

Option 2:

Standard paddle size and invisible squares. Push the option button once.

Option 3:

Reduced paddle size (game 1 to 4) or become double paddles (game 5 to 16) and visible squares. Push the option button twice.

Option 4:

Reduced paddle size (game 1 to 4) or become double paddles (game 5 to 16) and invisible squares. Push the option button 3 times.

NOTE: Pushing the option button 4 times will return to option 1.

VI. SCORING

Game 1 to 4 – There are six rows of squares. Squares in the closest row are 1 point each, going up to 6 points each for squares in the farthest row. Additional 100 points bonus is given if all squares are hit and an additional full set of squares

will appear. The game ends after the player misses 6 balls. The number of balls remaining is shown on the upper right of the screen. The highest score obtained is shown on the upper middle of the screen. Pushing "RESET" of "POWER" will erase the Hi score memory.

GAME 5 to 16 — Each color square has different value.

Yellow (Dark Blue) = 1	Green (Pink) = 2
Red (Sky Blue) = 3	Black (White) = 4

Note: Colors mentioned inside the brackets are for option 2 and 4.

One hundred bonus points are awarded for getting all the squares and a new set appears. The game lasts 5 minutes. The time remaining is shown on the upper center of the screen. The 2 Players' scores (or the player's and the computer's) are shown on the upper left and right sides of the screen.

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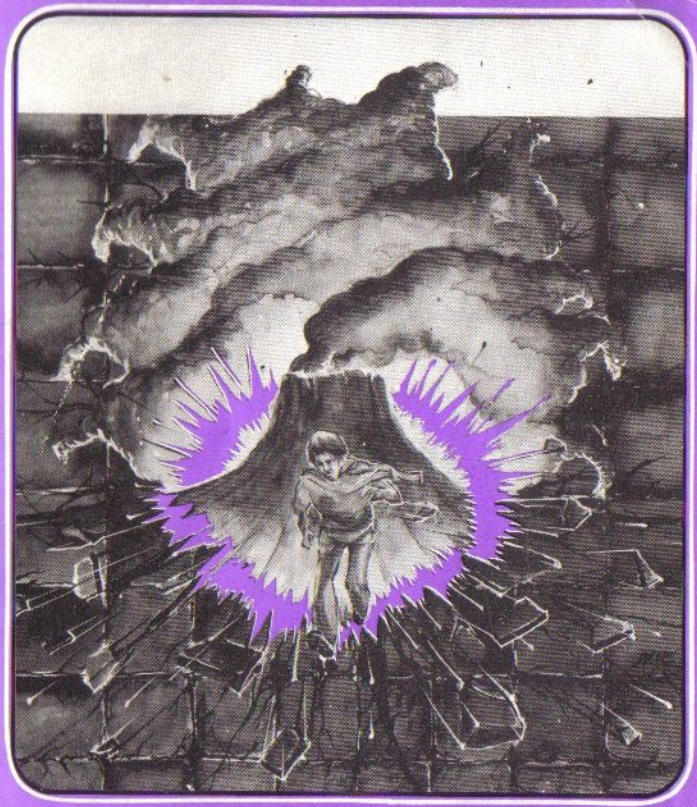

BREAK AWAY

GAME INSTRUCTIONS

MG - 311

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BREAK AWAY

BREAK AWAY the bricks in the wall and escape!

You are trying to escape from custody by smashing a hole in a thick brick wall. This is not as easy as it sounds – your only tools are balls and a paddle, and in some versions the wall is defended.

Once you have mastered the first game, attempt the more difficult versions – try knocking down an invisible wall with a smaller paddle that gets even smaller as the game progresses!

1. GAME OBJECTIVE

The object of the game is to score points by knocking down the brick wall. Points are given for each brick knocked away, and additional bonus points are awarded if the entire wall is demolished.

There are 16 different versions of the game and three special options for each version, to provide games with varying levels of difficulty. For games involving only one player, the aim is to score as many points as possible. For those involving two players, or one player versus the computer, the one with the highest score wins.

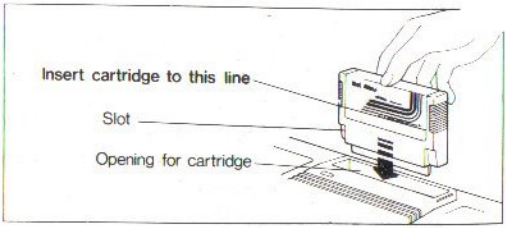
2. GETTING STARTED

Plug in the antenna cable and AC adaptor plug of the Master Console in accordance with the instructions given

in the Master Console Installation Manual (MPT-03).

a) **INSERT CARTRIDGE**

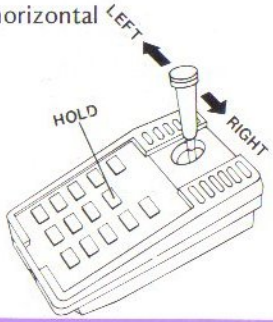
Slide the power switch of the Master Console to the OFF position. Hold the cartridge with the slots facing the player and insert into the cartridge opening.



Note: The Console should be switched OFF when inserting/removing the cartridge to avoid damage to the Master Console and the cartridge

b) **HAND CONTROLLERS**

The paddles are controlled by horizontal movements of the joysticks. Use only the left hand controller when there is only one player or when playing against the computer.



c) VERSION AND OPTION SELECTION

Switch ON Master Console

Game 1 of Break Away (the basic version) automatically appears on the TV screen.

Press button A –
until the desired version of Break Away is displayed on the TV screen.

Game Selection Table

Game	No. of Players	Game Limit	Features*
1	ONE	6 balls	Basic
2	ONE	6 balls	GUIDED BALLS
3	ONE	6 balls	CATCH BALL
4	ONE	6 balls	PENETRATING BALL
5-8	TWO	5 minutes	Same as Versions 1-4 respectively
9-12	PLAYER VS COMPUTER	5 minutes	Same as Versions 1-4 respectively
13-16	TWO	5 minutes	Same as Versions 1-4 respectively, but with 'shrinking' paddle.

Press button B –
to choose one of the three special options.

Press button B	Option*
once	invisible wall option
twice	paddle size option
three times	invisible wall and paddle size options combined

d) GUIDE TO GAMES

(i) Basic

This is the basic Break Away game without any special features.

* For details see 2(d)

(ii) GUIDED BALLS

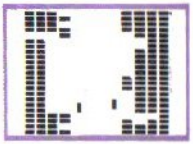
The return path of the ball after each strike can be guided by moving the joystick to the left or the right.

(iii) CATCH BALL

The ball can be caught with the paddle by pressing the **HOLD** button on the keypad of the hand controller. The ball and paddle can then be moved to the desired position with the joystick and releasing the **HOLD** button.

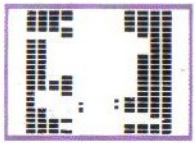
(iv) PENETRATING BALL

The ball passes through the bricks and only rebounds when it hits the back wall and the rear side of the bricks. Therefore an entire section of wall can be broken away with just one strike.



(v) "SHRINKING" PADDLE

A piece of the paddle is knocked away when it hits the ball (or when it is hit by a rebounding ball). A maximum of 5 pieces can be chipped away. For the double-layer paddle, pieces from both layers are knocked away with each strike. "If the paddle has been chipped in the middle, a ball may pass through it instead of rebounding back."



e) SPECIAL OPTIONS

(i) Invisible wall option

The bricks become invisible and only reappear when hit by the ball.

(ii) Paddle size option

For games 1-4, this option provides a narrower paddle. For games 5-16, it provides a double-layer paddle.

3. START TO PLAY

a) ONE PLAYER

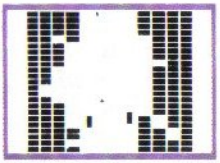
Place Break Away inlay plate onto the left hand controller.

Press GAME START button
A ball is served from the centre court.
Move the paddle —
to return the ball.

b) TWO PLAYERS

Place both Break Away inlay plates onto the left and right hand controllers.

Press GAME START button —
A ball is served from the centre of the screen to the left hand player. By moving their paddles, both players then attempt to demolish the opposite walls, whilst at the same time defending their own walls.



c) PLAYER VS COMPUTER

Place the Break Away inlay plate onto the left hand controller and use only this controller for all player vs computer version.

Follow the instructions as in 3b). The computer replaces the second player.

4. END OF GAME

a) **GAMES 1-4**
The game is over when all six balls have been served.

b) **GAMES 5-16**
The game is over when 5 minutes playing time has elapsed.

5. START NEW GAME

a) **GAMES 1-4**

(i) Press GAME START button –
to restart new game immediately while retaining previous highest score.

(ii) Press CLEAR button –
to erase all previous information

Press button A –
to select desired game version

Press button B –
to select required option

Press GAME START button

b) **GAMES 5-16**
See 5 a) (ii) above

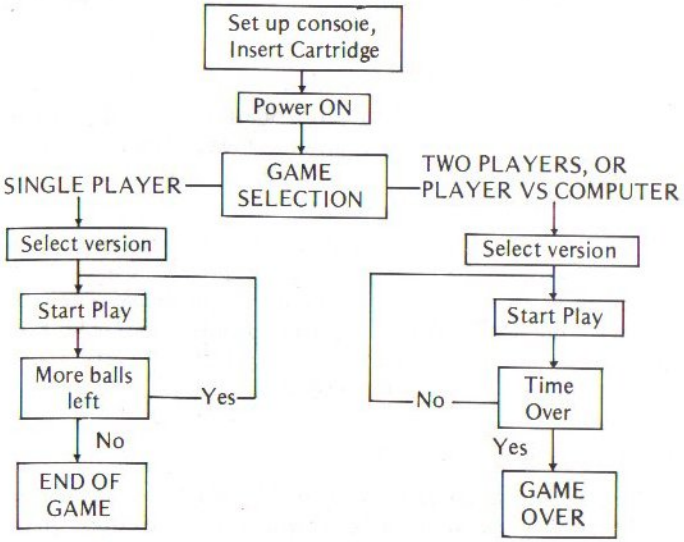
6. SCORING

		ROWS	COLOUR OF BRICKS	POINTS
GAMES 1-4		6th	BLACK	6
		5th	RED	5
	GAMES 5-16	4th	BLACK	4
		3rd	RED	3
		2rd	GREEN	2
		1st	YELLOW	1

BONUS

If you knock down the entire wall, an additional 100 points are awarded. If this occurs within the time limit, or there are some balls remaining, a new wall will be set up and more points can be scored.

Note: For Games 5-16, only 4 rows of bricks are displayed

Total score = points scored by knocking down + Bonus points the bricks.

7. OPERATION FLOW DIAGRAM